



What is claimed as new and desired to be protected by Letter Patent is set forth in particular in appended claims:

Claims 1-10 (canceled)

5 **Claim 11 (currently amended):** A method of playing a historical war game with flat soldiers for at least two players, representing opposing sides, which is conducted on a smooth flat surface, bounded by a line representing the boundary edge of the battlefield, with a set of flats game pieces (units) which represent figures of warriors, war animals, standards, military equipment and armaments, fortifications, and models of projectiles, 10 corresponding to a certain historical period, a ruler, a support for imitation of shooting, topographical maps and standard playing dice, said method of controlled with rules for administering a battle and rules for evaluation of military actions, which take into account consider equipment, weapons and configuration of detachments, intervals of unit displacement, radii of damage delivery by projectiles, efficiency of attack and defense for 15 different types of units, fitting with a certain historical period, which contains the following steps:

- a. agreement between players upon time and place of a battle, composition of the armies, conditions to end the battle and end the war, definition of the purpose of the battle and determination of the initial positioning of detachments with a help of included topographical maps;
- 20 b. marking a line on said smooth flat surface, that signifies the edge said boundary of the battlefield;
- c. announcement of the starting position disposition of each detachment by the opposing players;

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- d. placement of said game pieces by said opposing players on said smooth flat surface within the said boundary of the battlefield, according to the disposition of their detachments, while those detachments that are considered as reserve are placed outside said boundary of the battlefield;
- 5 e. determination of the side making the first move with draw of standard playing die;
- f. conducting moves one side after another, each move consisting of:
- announcement of all military actions, such as shooting and movement, that is to be conducted during this turn;
 - shooting by placing said models of projectiles onto said support for imitation of shooting, placing said support on top of the units considered regarded to be shooting, and making a shot with a click of a finger, shooting being conducted according to said rules for administering a battle, accounting for the fact that if the figure of a unit gets within the damage zone of a given type of projectile, that unit is damaged and is dismissed from the battlefield;
 - movement of the chosen detachments within the limits of said intervals of unit displacements, according to said rules for administering a battle;
 - hand-to-hand combat, if it is plausible for a given historical period and if, as a result of displacement, when units of a detachment came into direct contact with units of an opposing detachment, according to said rules for administering a battle;

- b. if the total number of archers is smaller than or equal to ten, the number of available shots is the total number of archers on the field battlefield;
 - c. bowmen can shoot every turn, crossbowmen can shoot every other turn;
 - d. at the beginning of a battle, a Bowman has ten arrows in his possession, a 5 crossbowman has five arrows;
 - e. an infantry archer has a right of shot if he has no more than one row of infantrymen of the same army in front of him, while a cavalry archer has a right of shot if no more than two rows of infantrymen or one row of the same army cavalrymen in front of him, otherwise an archer has no shot during a current turn.
- 10 **Claim 14** (currently amended): The method of playing a historical war game, as claimed in claim 12, wherein said order of troops detachment movement for a historical period of second half of fourteenth – first quarter of fifteenth century is controlled by the following provisions rules:
 - a. each side can move no more than half its detachments per turn;
 - 15 b. each detachment can move in any direction, provided it does not split into smaller detachments;
 - c. during movement, no part of a unit's figure can be put on top of another unit's figure.
- 20 **Claim 15** (currently amended): The method of playing a historical war game, as claimed in claim 12 wherein said rules for hand-to-hand combat account for efficiency of attack and defense of units participating and for a historical period of second half of fourteenth – first quarter of fifteenth century, are controlled by the following provisions rules:

- a. hand-to-hand combat between opposing detachments consists of local clashes between two or several opposing units, provided that any given unit can attack only one opposing unit;
- 5 b. a clash where several units attack one ~~enemy~~ opposing unit is allowed only if the sum of their efficiencies of attack is no greater than twice the efficiency of defense for the defending unit;
- c. ~~in case said sum of their efficiencies of attack is greater or equal to three times the efficiency of defense of the defending unit, that unit is captured;~~
- 10 d. the number of points on the faces of thrown dice defines immediate efficiency of units participating in a clash, wherein the proportions between the number of dice for attackers and a defender and between the sum of efficiencies of attack for the attackers and the efficiency of defense for the defender are equivalent.

15 **Claim 16 (currently amended):** The method of playing a historical war game, as claimed in claim 12, wherein said rules for administering a battle at or near said fortifications for a historical period of second half of fourteenth – first quarter of fifteenth century, are controlled by the following provisions rules:

- 20 a. a catapult can shoot every third turn;
- b. if a stone projectile hits a fortification, any block covered even partly by the projectile is destroyed, creating a breach;
- c. a flaming projectile does no damage to a fortification;
- d. units of the side storming a fortification can enter the fortification if the figure of a unit can fully fit through a breach in the fortification;

- e. figures of units defending a fortification on the wall are covered by it up to, but no further than the chest;
 - f. The substitution of damaged units on the walls with fresh units is conducted during the player's next turn;
- 5 g. each siege ladder is carried by four infantrymen;
- h. a battering ram used to destroy a fortification's gates is moved by 6 infantrymen;
 - i. in order to destroy the fortification gates at least two blows must be delivered to them with a ram, wherein each blow consist of two moves: the blow itself and the consequent backing up of the ram.
- 10 **Claim 17** (currently amended): The method of playing a historical war game, as claimed in claim 11, wherein said rules for evaluation of military actions are based on the evaluation of losses suffered by each side during shooting or hand-to-hand combat.
- 15 **Claim 18** (currently amended): The method of playing a historical war game, as claimed in claim 17, wherein said evaluation of losses suffered by each side during shooting or hand-to-hand combat for a historical period of second half of fourteenth – first quarter of fifteenth century, is controlled by the following provisions rules:
- a. loss of units dismissed from the battlefield is quantified through penalty points and depends on the type of unit;
 - b. success of military action is determined through a coefficient of loss W for every detachment, such that $W=B/C$, where B is the sum of the penalty points, corresponding to detachment's losses, and C is the sum of said efficiencies of defense for every unit in the detachment, either determined at the beginning of the game or recalculated after the previous military action's evaluation;

- c. outcome of losses suffered, depending on the value of said coefficients of loss W of that detachment, can be one of the following:
- detachment surrenders;
 - detachment flees the battlefield;
 - 5 detachment retreats the distance one and a half times that of the largest possible move of its speediest unit;
 - detachment retreats the distance of the largest possible move of its speediest unit;
 - detachment continues the battle in the same position.
- 10 **Claim 19** (currently amended): The method of playing a historical war game, as claimed in claim 12, wherein said rules for entry of detachments currently in reserve for a historical period of second half of fourteenth – first quarter of fifteenth century, are controlled by the following provisions rules:
- a. players can conduct entry of reserve units during any turn;
 - 15 b. entry of reserve units into the area next to the ~~imaginary edge~~ said boundary of the battlefield requires one turn;
 - c. reserve units currently located beyond the ~~edge~~ said boundary of the battlefield suffer no damage from ~~enemy~~ opposing projectiles.
- Claim 20** (new): The method of playing a historical war game, as claimed in claim 12, 20 wherein said conditions for capturing the opposing side's units, trophies for a historical period of the second half of fourteenth – first quarter of fifteenth century is controlled by the following rules:

- a. In a clash where several units attack one opposing player's unit and the sum of their efficiencies of attack is greater or equal to three times the efficiency of defense of the defending unit, that unit is considered to be captured.
- b. If the distance between the attacked unit and the nearest unit of its own army is equal to 2 inches or less, that unit cannot be.
- c. Units of the player's army that participated in the capturing of the opposing player's unit cannot capture another opposing player's unit during the same turn.
- d. The entire detachment can be captured depending on the particular value of said coefficient of loss W of that detachment.

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